

11/02/01

jc796 U.S. PTO

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PTO/SB/05 (08-00)

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UTILITY  
PATENT APPLICATION  
TRANSMITTAL

(Only for new nonprovisional applications under 37 CFR 1.53(b))

Attorney Docket No. ATL-P2

First Inventor Scallie

Title MISSION CONTROL FOR GAME PLAYING

Express Mail Label No. EL 410734585 US mailed 11/02/01

## APPLICATION ELEMENTS

See MPEP chapter 600 concerning utility patent application contents.

1. ☒ Fee Transmittal Form (e.g., PTO/SB/17)  
(Submit an original and a duplicate for fee processing)
2. ☒ Applicant claims small entity status.  
See 37 CFR 1.27.
3. ☒ Specification [Total Pages 22]  
(preferred arrangement set forth below)
- Descriptive title of the invention
  - Cross Reference to Related Applications
  - Statement Regarding Fed sponsored R & D
  - Reference to sequence listing, a table, or a computer program listing appendix
  - Background of the Invention
  - Brief Summary of the Invention
  - Brief Description of the Drawings (if filed)
  - Detailed Description
  - Claim(s)
  - Abstract of the Disclosure
4. ☒ Drawing(s) (35 U.S.C. 113) [Total Sheets 3]
5. Oath or Declaration [Total Pages 2]
- a. ☒ Newly executed (original or copy)
- b. ☐ Copy from a prior application (37 CFR 1.63 (d))  
(for continuation/divisional with Box 17 completed)
- i. ☐ **DELETION OF INVENTOR(S)**  
Signed statement attached deleting inventor(s) named in the prior application, see 37 CFR 1.63(d)(2) and 1.33(b).
6. ☐ Application Data Sheet. See 37 CFR 1.76

## ADDRESS TO:

Assistant Commissioner for Patents  
Box Patent Application  
Washington, DC 20231

7. ☐ CD-ROM or CD-R in duplicate, large table or Computer Program (Appendix)
8. Nucleotide and/or Amino Acid Sequence Submission (if applicable, all necessary)
- a. ☐ Computer Readable Form (CRF)
- b. Specification Sequence Listing on:
- i. ☐ CD-ROM or CD-R (2 copies); or
  - ii. ☐ paper
- c. ☐ Statements verifying identity of above copies

## ACCOMPANYING APPLICATION PARTS

9. ☐ Assignment Papers (cover sheet & document(s))
10. ☐ 37 CFR 3.73(b) Statement ☒ Power of Attorney  
(when there is an assignee)
11. ☐ English Translation Document (if applicable)
12. ☐ Information Disclosure Statement (IDS)/PTO-1449 ☐ Copies of IDS Citations
13. ☐ Preliminary Amendment
14. ☒ Return Receipt Postcard (MPEP 503)  
(Should be specifically itemized)
15. ☐ Certified Copy of Priority Document(s)  
(if foreign priority is claimed)
16. ☐ Other: .....

17. If a CONTINUING APPLICATION, check appropriate box, and supply the requisite information below and in a preliminary amendment, or in an Application Data Sheet under 37 CFR 1.76:

☐ Continuation ☐ Divisional ☐ Continuation-in-part (CIP)

of prior application No.: .....

Prior application information:

Examiner: .....

Group / Art Unit: .....

For CONTINUATION OR DIVISIONAL APPS only: The entire disclosure of the prior application, from which an oath or declaration is supplied under Box 5b, is considered a part of the disclosure of the accompanying continuation or divisional application and is hereby incorporated by reference. The incorporation can only be relied upon when a portion has been inadvertently omitted from the submitted application parts.

## 18. CORRESPONDENCE ADDRESS

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Signature

Date 11/2/01

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# FEE TRANSMITTAL for FY 2001

Patent fees are subject to annual revision.

TOTAL AMOUNT OF PAYMENT (\$ 370.00

Complete if Known

Application Number	
Filing Date	November 2, 2001
First Named Inventor	Scallie
Examiner Name	
Group Art Unit	
Attorney Docket No.	ATL-P2

## METHOD OF PAYMENT

1. ☐ The Commissioner is hereby authorized to charge indicated fees and credit any overpayments to:

Deposit Account Number   
Deposit Account Name

☐ Charge Any Additional Fee Required Under 37 CFR 1.16 and 1.17

☒ Applicant claims small entity status. See 37 CFR 1.27

2. ☒ Payment Enclosed:

☒ Check ☐ Credit card ☐ Money Order ☐ Other

## FEE CALCULATION

### 1. BASIC FILING FEE

Large Entity Fee Code (\$)	Small Entity Fee Code (\$)	Fee Description	Fee Paid
101 710	201 355	Utility filing fee	370.00
106 320	206 160	Design filing fee	
107 490	207 245	Plant filing fee	
108 710	208 355	Reissue filing fee	
114 150	214 75	Provisional filing fee	

SUBTOTAL (1) (\$ 370.00

### 2. EXTRA CLAIM FEES

Total Claims	Extra Claims	Fee from below	Fee Paid
Independent	-20** =	X	
Multiple Dependent	-3** =	X	

Large Entity Fee Code (\$)	Small Entity Fee Code (\$)	Fee Description
103 18	203 9	Claims in excess of 20
102 80	202 40	Independent claims in excess of 3
104 270	204 135	Multiple dependent claim, if not paid
109 80	209 40	** Reissue independent claims over original patent
110 18	210 9	** Reissue claims in excess of 20 and over original patent

SUBTOTAL (2) (\$)

\*\*or number previously paid, if greater; For Reissues, see above

## FEE CALCULATION (continued)

### 3. ADDITIONAL FEES

Large Entity Fee Code (\$)	Small Entity Fee Code (\$)	Fee Description	Fee Paid
105 130	205 65	Surcharge - late filing fee or oath	
127 50	227 25	Surcharge - late provisional filing fee or cover sheet	
139 130	139 130	Non-English specification	
147 2,520	147 2,520	For filing a request for ex parte reexamination	
112 920*	112 920*	Requesting publication of SIR prior to Examiner action	
113 1,840*	113 1,840*	Requesting publication of SIR after Examiner action	
115 110	215 55	Extension for reply within first month	
116 390	216 195	Extension for reply within second month	
117 890	217 445	Extension for reply within third month	
118 1,390	218 695	Extension for reply within fourth month	
128 1,890	228 945	Extension for reply within fifth month	
119 310	219 155	Notice of Appeal	
120 310	220 155	Filing a brief in support of an appeal	
121 270	221 135	Request for oral hearing	
138 1,510	138 1,510	Petition to institute a public use proceeding	
140 110	240 55	Petition to revive - unavoidable	
141 1,240	241 620	Petition to revive - unintentional	
142 1,240	242 620	Utility issue fee (or reissue)	
143 440	243 220	Design issue fee	
144 600	244 300	Plant issue fee	
122 130	122 130	Petitions to the Commissioner	
123 50	123 50	Processing fee under 37 CFR 1.17(q)	
126 180	126 180	Submission of Information Disclosure Stmt	
581 40	581 40	Recording each patent assignment per property (times number of properties)	
146 710	246 355	Filing a submission after final rejection (37 CFR § 1.129(a))	
149 710	249 355	For each additional invention to be examined (37 CFR § 1.129(b))	
179 710	279 355	Request for Continued Examination (RCE)	
169 900	169 900	Request for expedited examination of a design application	

Other fee (specify) \_\_\_\_\_

\*Reduced by Basic Filing Fee Paid

SUBTOTAL (3) (\$)

## SUBMITTED BY

Complete (if applicable)

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Signature	<i>Leighton K. Chong</i>	Date	11/2/01		

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TABLE I

Example function to perform	Command to Send to Satellite or Mission Control	Parameters to send to Satellite or Mission Control
5 <b>Atlantis OS Mission Control</b> tells the <b>Atlantis OS Satellite</b> to start Unreal Tournament	LOAD_GAME	None
10 The <b>Atlantis OS Satellite</b> determines if Unreal Tournament is currently running or if another program is running. If another program is running it will shut that down based on its knowledge of that system and then start Unreal Tournament.	QUIT_GAME <sup>1</sup>	None
The <b>Atlantis OS Satellite</b> notifies <b>Atlantis OS Mission Control</b> that is starting Unreal Tournament	GAME_STARTED	None
15 When Unreal Tournament starts the <b>Atlantis OS Satellite</b> then notifies <b>Atlantis OS Mission Control</b> that Unreal Tournament is up and running.	GAME_READY	
20 <b>Atlantis OS Mission Control</b> now tells the <b>Atlantis OS Satellite</b> to join a network game that has been created on another system on another <b>Atlantis OS Satellite</b> .	NETWORK_GAME	Game #, World, Mode, Map, Host Name, Host IP, Player Handle, Skill, Blue Red & Bots
With the system has joined the game the <b>Atlantis OS Satellite</b> sends the message to <b>Atlantis OS Mission Control</b> informing it that it has joined the game.	PLAYER_CONNECTED	
25 During the game as a player completes an objective, kills someone, or gets killed themselves the <b>Atlantis OS Satellite</b> records the information and displays it on the LED while providing feedback to the user by the gun or vest.	Information is only sent to an LED if attached to the system	Text to send ie: "Player Name" is in the lead
30 When their allotted mission time ends <b>Atlantis OS Mission Control</b> tells the <b>Atlantis OS Satellite</b> to quit playing the current game.	PLAY_DEMO	
35 The <b>Atlantis OS Satellite</b> notifies the player that the game is over and please remove their headset and to open the pod rails in the case of a pod based game.	Audio commands are sent over the players headphones	
The <b>Atlantis OS Satellite</b> notifies <b>Atlantis OS Mission Control</b> that it has received the message and that the game is now over. If for some reason the game were to end prematurely it would also notified <b>Atlantis OS Mission Control</b> that fact.	GAME_OVER	
40 <b>Atlantis OS Mission Control</b> would then communicate with the debriefing station to allow it to play the game and a similar fashion as this example.	DEBRIEF_GAME	Game Number

\_\_\_\_\_

**SECRET**

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execing server.cfg  
 "skill" is "1.000000"  
 VERSION 1.09 SERVER (21066 CRC)

-----  
 Azure Agony  
 Guest313 entered the game  
 Guest312 entered the game  
 Debug entered the game  
 Camera running  
 NET\_GetMessage: disconnected socket  
 VERSION 1.09 SERVER (21066 CRC)  
 -----  
 Azure Agony  
 Camera running  
 Guest313 entered the game  
 Guest312 entered the game  
 Debug entered the game  
 Guest313 left the game with 0 frags  
 Camera deactivated  
 Guest312 left the game with 0 frags  
 Debug left the game with 0 frags

TABLE III

<b>What the Atlantis OS Satellite looks for</b>	<b>What Atlantis OS Satellite converts this to</b>
VERSION	If a player is connected then this is signaling that the game has started.
I Am Player	Player has connected to the game
Playing demo	System is playing a demo and unless it is the Debriefing machine the system is Ready
Exited the level	The player exited the current level and therefore a new level will start. The system will start the next level up with the correct time remaining.
GameOver	The game is over

TABLE IV

Game	Command	Key to Send to Game
Unreal Tournament	Jump	<SPACE>
Unreal Tournament	Fire	<CTRL>
Quake	Jump	<ALT>
Quake 3	Change Weapons	\
All Games	Move Forward	<UP ARROW>
All Games	Move Backward	<DOWN ARROW>

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